Amendments to the Specification:

Please replace paragraph **[0047]** with the following amended paragraph:

[0047] FIG. 5A illustrates a simplified example of the frequency range of live speech over time (*i.e.*, a spectrogram). Most of the frequency content of live speech lies within a range of zero to 8 kHz. Thus, after low pass filtering at 8 kHz, a sampling rate of 16 kHz is adequate for live speech. Higher sampling rates can be used to obtain a larger frequency range. Vowels are typically at the lower frequency end of the frequency range (*i.e.*, with most of its spectral range lying below 3.4 kHz. On the other hand, consonants (especially fricatives) are typically at the higher end of the frequency range (*i.e.*, most of its spectral range lying ~~above than~~ above 3.4 kHz). For example, band 501 represents the frequency content over time of a vowel. As shown in FIG. 5A, this example vowel (*i.e.*, band 501) ranges from zero to about 4 kHz with duration indicated as Δt_1. In contrast, band 502 represents the frequency content over time of a fricative. This example fricative ranges from about 3 kHz to about 8 kHz with duration indicated as Δt_2. Typically, Δt_1 is larger than Δt_2 (*i.e.* vowels tend to have a larger duration than consonants).

Please replace paragraph **[0052]** with the following amended paragraph:

[0052] In a block 602, computer 402_1 receives a frame of audio data. In this embodiment, the audio data are samples of audio signals detected by microphone 414_1, which it then converts to an electrical signal. In one embodiment, audio discriminator 412_1 samples the electrical signal from microphone 414_1 at a ~~rate of at~~ rate of 16 kHz, although a rate over 16 kHz may be used in other embodiments. A frame, in this embodiment, has 512 samples. In other embodiments, different frame sizes can be used.

Please replace paragraph **[0082]** with the following amended paragraph:

[0082] From unsure state 1203, FSM 706 can transition to phone state 1201 when parameter Phone_Count 1310 ~~of is greater~~ is greater than Phone_Count threshold 1318. FSM 706 can transition from unsure state 1203 to live state 1202 when parameter Live_Count 1312 is less than Live_Count threshold 1316. Transitions from unsure state 1203 are described further in conjunction with FIG. 16, for one embodiment of FSM 706.

Please replace paragraph **[0093]** with the following amended paragraph:

[0093] However, if in decision block 1512, the difference between parameters Current_Frame_Time 1305 and Last_Live_Time 1308 is greater than or equal to~~less than~~ Last_Live_Time threshold 1320 (*i.e.*, the time since the last live-type frame was relatively long ago), FSM 706 decreases parameter Cumu_Count 1314 in a block 1514. In one embodiment, FSM 706 decreases Cumu_Count at a faster rate than in block 1510. The rationale of this operation is that because the current frame was classified as a phone type frame and the most recent live-type frame occurred a relatively long time ago, there should be less confidence that the most recent live-type frame was correctly classified.

Please replace paragraph **[0100]** with the following amended paragraph:

[0100] Referring back to decision block 1602, if the current frame is not a live-type frame, the operational flow proceeds to a decision block 1610. In decision block 1610, FSM 706 determines whether the current frame is a phone-type frame. If the current frame is not a phone-type frame, the operational flow proceeds to block 1608. In this embodiment, if the current frame is neither a live-type frame nor a phone-type frame, then it is an unsure-type frame. Thus, ~~is the~~ if the current state is unsure state 1203 and the current frame is an unsure-type frame, then next state 1304 should also be the unsure state.

Please replace paragraph **[0103]** with the following amended paragraph:

[0103] However, if in decision block 1612 Phone_Count 1310 is ~~greater than or equal to~~ not greater than or equal to Phone_Count threshold 1318, the operational flow proceeds to block 1608. As previously described, block 1608 causes next state 1304 to be in unsure state 1203~~phone state 1201~~. This operation reflects the fact that there have not been enough phone-type frames to transition to phone state 1201 from unsure state 1203.

Please replace paragraphs **[0107] through [0108]** with the following amended paragraphs:

[0107] Computer 1702 may include a variety of ~~computer readable~~computer-readable media. Such media can be any available media that is accessible by computer 1702 and includes both volatile and non-volatile media, removable and non-removable media.

[0108] System memory 1706 includes ~~computer readable~~computer-readable media in the form of volatile memory, such as random access memory (RAM) 1710; and/or non-volatile memory, such as read only memory (ROM) 1712 or flash RAM. Basic input/output system (BIOS) 1714, containing the basic routines that help to transfer information between elements within computer 1702, such as during start-up, is stored in ROM 1712 or flash RAM. RAM 1710 typically contains data and/or program modules that are immediately accessible to and/or presently operated on by processing unit 1704.

Please replace paragraph **[0110]** with the following amended paragraph:

[0110] The disk drives and their associated computer-readable media provide non-volatile storage of ~~computer readable~~computer-readable instructions, data structures, program modules, and other data for computer 1702. Although the example illustrates a hard disk 1716, removable magnetic disk 1720, and removable optical disk 1724, it is appreciated that other types of ~~computer readable~~computer-readable media which can store data that is accessible by a computer, such as magnetic cassettes or other magnetic storage devices, flash memory cards, CD-ROM, digital versatile disks (DVD) or other optical storage, random access memories (RAM), read only memories (ROM), electrically erasable programmable read-only memory (EEPROM), and the like, can also be utilized to implement the example computing system and environment.

Please replace paragraph **[0117]** with the following amended paragraph:

[0117] In a networked environment, such as that illustrated with computing environment 1700, program modules depicted relative to computer 1702, or portions thereof, may be stored in a remote memory storage device. By way of example, remote application programs 1758 reside on a memory device of remote computer 1748. For purposes of illustration, applications or programs and other executable program components such as the operating system are illustrated herein as discrete blocks, although it is recognized that such programs and components reside at various times in different storage components of computer ~~computing device~~ 1702, and are executed by at least one data processor of the computer.

Please replace paragraphs **[0119] through [0121]** with the following amended paragraphs:

[0119] An implementation of these modules and techniques may be stored on or transmitted across some form of ~~computer readable~~computer-readable media. ~~Computer readable~~Computer-readable media can be any available media that can be accessed by a computer. By way of example, and not limitation, ~~computer readable~~computer-readable media may comprise "computer storage media" and "communications media."

[0120] "Computer storage media" includes volatile and non-volatile, removable and non-removable media implemented in any method or technology for storage of information such as ~~computer readable~~computer-readable instructions, data structures, program modules, or other data. Computer storage media includes, but is not limited to, RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or any other medium which can be used to store the desired information and which can be accessed by a computer.

[0121] "Communication media" typically embodies ~~computer readable~~computer-readable instructions, data structures, program modules, or other data in a modulated data signal, such as carrier wave or other transport mechanism. Communication media also includes any information delivery media. The term "modulated data signal" means a signal that has one or more of its characteristics set or changed in such a manner as to encode information in the signal. As a non-limiting example only, communication media includes wired media such as a wired network or direct-wired connection, and wireless media such as acoustic, RF, infrared, and other wireless media. Combinations of any of the above are also included within the scope of ~~computer readable~~computer-readable media.